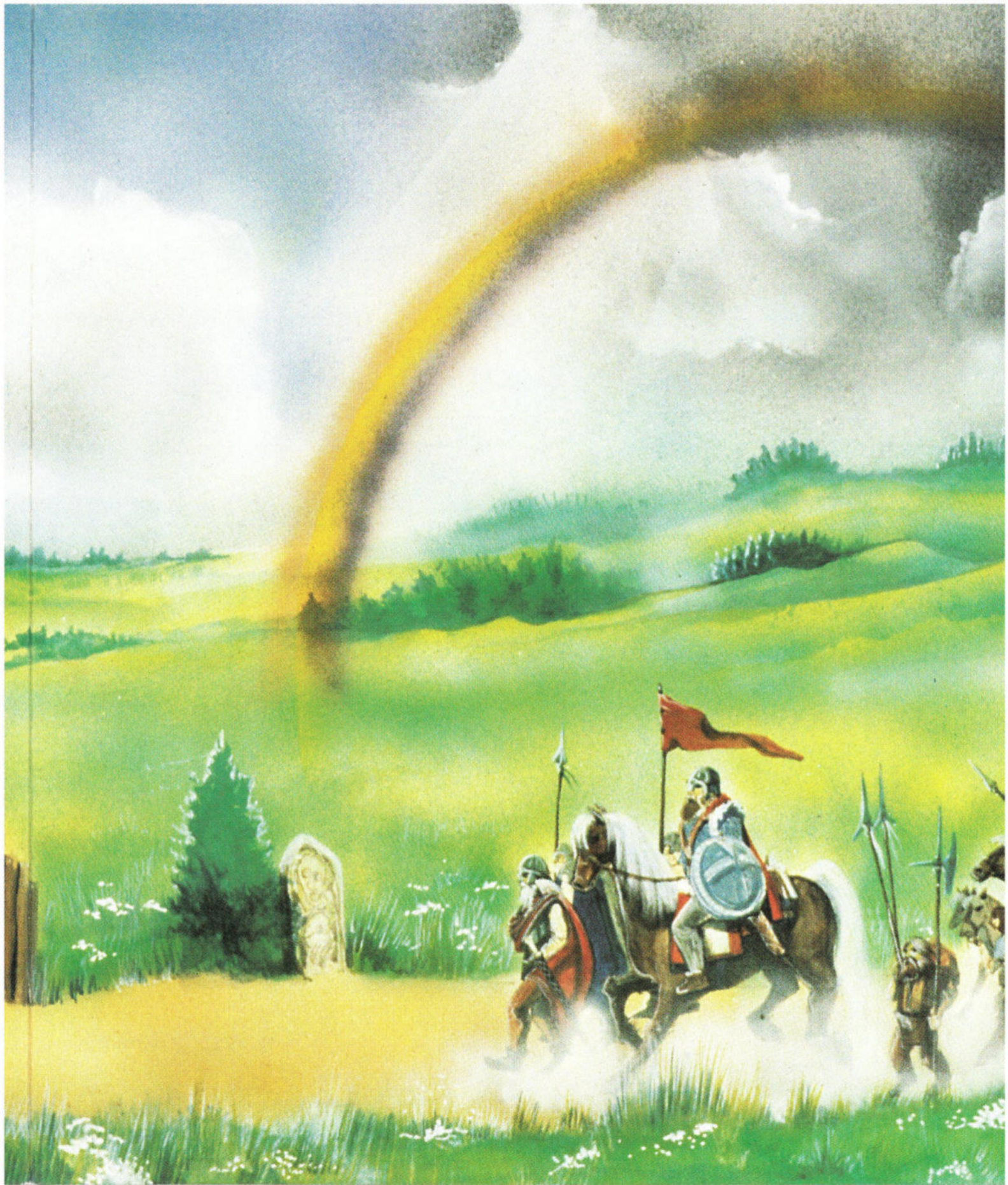














5.7 Criticals

- 30 Severe special thing in hit location (eye, special muscle etc.) - (GM's discretion).
- 29 Extra bleeding +10 in bleeding points.
- 28 Extra damage: Damage X 3.
- 27 Cut off small part of hit location (finger, toe etc.) - (GM's discretion).
- 26 Break bone if damage is 1/2 or more than the hit locations hit points.
- 25 Break bone if damage is equal or more than the hit locations hit points.
- 24 Stun hit location for damage number of seconds.
- 23 Stun hit location for damage number of seconds.
- 22 Extra damage: Damage X 2.
- 21 Extra damage: Damage X 2.
- 20 Blood impairs vision +10 in Status until fixed (only if hit in head is made).
- 19 Stun hit location for 1/2 Damage number of seconds.
- 18 Extra bleeding +2 (if weapon has an impact factor of 0).
- 17 Knock down foe. Foe makes Coordination roll against 25 or falls.
- 16 Opponent fumbles.
- 15 Extra bleeding +1 (if it is an edged or pointed weapon).
- 14 Knock down foe. Foe makes Coordination roll against 20 or falls.
- 13 If a hit with a thrusting weapon is scored, it is stuck in your opponents body if it is beneficial to you.
- 12 Extra damage: Damage X 1.5.
- 11 Extra damage: Damage X 1.5.
- 10 Extra damage: Damage X 1.5.
- 9 Blood impairs vision +3 in Status until fixed (only if hit in head is made).
- 8 Knock down foe. Foe makes Coordination roll against 15 or falls.
- 7 Opponent fumbles.
- 6 Free extra attack next second.
- 5 Free extra attack next second.
- 4 Free extra attack next second.
- 3 Opponent on extended range if beneficial to you.
- 2 Opponent on extended range if beneficial to you.
- 1 Opponent on extended range if beneficial to you.
- 0 No critical.

5./ Fumbles

- 15 No fumble.
- 14 Opponent on extended range if it is beneficial to your opponent.
- 13 -5 in offensive next 3 seconds.
- 12 -5 in offensive next 5 seconds.
- 11 -5 in offensive next 10 seconds.
- 10 Strain muscle, s2 in real damage to a hit location if not warmed up.
- 9 Opponent on extended range if it is beneficial to your opponent.
- 8 -5 in defensive next 5 seconds.
- 7 Disorder equipment +2 in total real encumbrance.
- 6 -5 in defensive next 10 seconds.
- 5 Strain muscle, s4 in real damage to a hit location if not warmed up.
- 4 Disorder equipment +3 in total real encumbrance.
- 3 Make Coordination roll against 20 or fall.
- 2 Helmet disordered -5 in Status until fixed (takes 3 seconds).
- 1 Hair in eyes -10 in Status until fixed (takes 3 seconds).
- 0 Loose equipment (GM's discretion).
- 1 Make an attack roll against 20 or loose weapon in hand.
- 2 Strain muscle, s4 in real damage to a hit location.
- 3 Make Coordination roll against 30 or fall.
- 4 Wild shot (GM's discretion where it hits) / Entangle in own weapon, 1/2 normal effect.
- 5 Make an attack roll against 30 or loose weapon in hand.
- 6 Miss, roll damage, break weapon if damage equals or exceeds weapon hit points.
- 7 -10 in Status next 10 seconds.
- 8 If a hit with a thrusting weapon is scored, it is stuck in your opponents body if it is not beneficial to you.
- 9 Make Coordination roll against 40 or fall.
- 10 Attack wrong person (GM's discretion as to who).
- 11 Attack wrong person at +5 in offensive (GM's discretion as to who).
- 12 Damage self: Damage/2.
- 13 Opponent gets free attack at +5 in offensive.
- 14 Opponent gets free attack at +10 in offensive.
- 15 Opponent gets free attack at +10 in offensive, and gets critical if the attack hits.

5.1 Melee weapons

Weapon	Type	STR	Dam.	HP	Spc.R.	Eff.L.	Length	Weight	Mod.	G.W.	Dodge
Bastard Sword 1H	Slashing Sword 1H	20	12	35	1.2	0.7	1.0	2.1	0	55	10
Bastard Sword 2H	Sword 2H	14	18	35	1.1	0.6	1.0	2.1	0	55	5
Battle Axe 1H	Axe 1H	26	16	25	1.0	0.5	0.8	2.1	0	40	15
Battle Axe 2H	Axe 2H	16	22	25	0.9	0.4	0.8	2.1	0	50	10
Brass Knuckles	Unarmed	2	2	20	\$	0.0	0.1	0.1	0	—	0
Broad Axe	Axe 1H	16	12	25	0.8	0.3	0.6	1.6	-4	40	5
Buckler	Shield	10	3	25	0.5	0.0	0.3	2.0	-5	25	15
Club	Axe 1H	14	8	25	0.9	0.4	0.7	1.2	-6	40	5
Flail	Flail	18	18	30	1.6	1.1	1.6	2.5	0	45	15
Great Axe	Axe 2H	22	28	25	1.3	0.8	1.2	2.6	+5	45	20
Great Sword	Sword 2H	18	22	40	1.3	0.8	1.2	2.4	+2	65	10
Halberd	Polearm	20	22	20	1.5	1.2	2.3	2.9	0	45	10
Hammer	Axe 1H	16	10	25	0.9	0.4	0.7	1.4	-5	35	5
Hatchet	Axe 1H	12	10	25	0.7	0.2	0.4	1.4	-7	45	0
Heavy Mace 1H	Axe 1H	20	12	25	0.9	0.4	0.7	1.7	0	40	10
Heavy Mace 2H	Axe 2H	12	18	25	0.8	0.3	0.7	1.7	0	50	5
Hercules Club	Axe 2H	20	26	30	1.3	0.8	1.2	2.6	+5	40	20
Kite Shield	Shield	18	6	35	0.5	0.0	1.3	6.0	+5	5	35
Knife	Knife	4	5	25	0.7	0.2	0.3	0.3	0	60	0
Lance	Lance	12	14	20	‡	1.0	2.0	1.4	0	30	5
Light Mace	Axe 1H	14	9	25	0.8	0.3	0.6	1.2	-5	45	5
Longsword	Slashing Sword 1H	14	10	35	1.1	0.6	0.8	1.6	-2	55	5
Mace & Chain	Mace & Chain	22	14/2	30	1.2	0.7	1.0	2.0	0	40	10
Pick	Axe 1H	14	10	25	0.8	0.3	0.5	1.5	-5	40	0
Rapier	Thrusting Sword 1H	8	6	20	1.3	0.8	1.0	0.8	0	60	0
Round Shield	Shield	14	5	30	0.5	0.0	0.8	4.0	0	15	25
Scimitar	Slashing Sword 1H	14	10	35	1.0	0.5	0.7	1.7	-3	60	0
Shortsword	Thrusting Sword 1H	8	7	35	0.9	0.4	0.6	0.9	-5	60	0
Spear 1H	Spear 1H	10	6	20	1.3	1.0	1.5	1.0	0	25	10
Spear 2H	Spear 2H	10	14	20	1.5	1.0	2.0	1.6	0	30	5
Staff	Spear 2H	10	8	20	1.4	0.9	1.8	1.4	0	30	5
Stick	Axe 1H	4	4	20	0.7	0.3	0.4	0.4	-10	40	-5
Unarmed	Unarmed	0	0	—	\$	0.0	—	—	0	—	0
Warpick	Axe 2H	14	20	25	1.0	0.5	0.9	1.8	0	45	10
Whip	Whip	12	1/6	5	@	2.5	3.0	1.0	0	45	0
Wrestling	Wrestling	0	0	—	\$	0.0	—	—	0	—	-5

‡ The space required depends upon the size of the mount and the rider, with an additional 10 meter run or more to aim at the target.

@ The space required for a whip is 1 meter in front of the character.

\$ The space required is size/10 meters.

2.20 Mounted combat

Horse	DL	Initial penalty
War horse	20	-15
Battle trained horse	30	-20
Riding horse	50	-30

5.9 Getting up during combat

Landing roll	Seconds	Landing roll	Seconds
-9	s4 + 4	20	2
10	3	40 +	1

4.2 Real damage

Siz. Dam.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	10	5	3	3	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0
2	20	10	7	5	4	3	3	3	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
3	30	15	10	8	6	5	4	4	3	3	3	3	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1
4	40	20	13	10	8	7	6	5	4	4	4	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2	1	1	1	1
5	50	25	17	13	10	8	7	6	6	5	5	4	4	4	3	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2
6	60	30	20	15	12	10	9	8	7	6	5	5	5	4	4	4	4	3	3	3	3	3	3	3	2	2	2	2	2	2
7	70	35	23	18	14	12	10	9	8	7	6	6	5	5	5	4	4	4	4	4	3	3	3	3	3	3	3	3	2	2
8	80	40	27	20	16	13	11	10	9	8	7	7	6	6	5	5	5	4	4	4	4	4	3	3	3	3	3	3	3	3
9	90	45	30	23	18	15	13	11	10	9	8	8	7	6	6	6	5	5	5	5	4	4	4	4	4	3	3	3	3	3
10	50	33	25	20	17	14	13	11	10	9	8	8	7	7	6	6	6	5	5	5	5	4	4	4	4	4	4	4	3	3
11	55	37	28	22	18	16	14	12	11	10	9	8	8	7	7	6	6	6	6	5	5	5	5	5	4	4	4	4	4	4
12	60	40	30	24	20	17	15	13	12	11	10	9	9	8	8	7	7	6	6	6	5	5	5	5	5	4	4	4	4	4
13	65	43	33	26	22	19	16	14	13	12	11	10	9	9	8	8	7	7	7	6	6	6	5	5	5	5	5	4	4	4
14	70	47	35	28	23	20	18	16	14	13	12	11	10	9	9	8	8	7	7	7	6	6	6	6	5	5	5	5	5	5
15	75	50	38	30	25	21	19	17	15	14	13	12	11	10	9	9	8	8	8	7	7	6	6	6	6	6	5	5	5	5
16	80	53	40	32	27	23	20	18	16	15	13	12	11	11	10	9	9	8	8	8	7	7	7	6	6	6	6	6	5	5
17	85	57	43	34	28	24	21	19	17	15	14	13	12	11	11	10	9	9	9	8	8	7	7	7	6	6	6	6	6	6
18	90	60	45	36	30	26	23	20	18	16	15	14	13	12	11	11	10	9	9	9	8	8	8	7	7	7	6	6	6	6
19	95	63	48	38	32	27	24	21	19	17	16	15	14	13	12	11	11	10	10	9	9	8	8	8	7	7	7	7	6	6
20	67	50	40	33	29	25	22	20	18	17	15	14	13	13	12	11	11	10	10	9	9	8	8	8	8	7	7	7	7	7
21	70	53	42	35	30	26	23	21	19	18	16	15	14	13	12	12	11	11	10	10	9	9	8	8	8	8	7	7	7	7
22	73	55	44	37	31	28	24	22	20	18	17	16	15	14	13	12	12	11	10	10	10	9	9	8	8	8	8	7	7	7
23	77	58	46	38	33	29	26	23	21	19	18	16	15	14	14	13	12	12	11	10	10	10	9	9	9	8	8	8	8	8
24	80	60	48	40	34	30	27	24	22	20	18	17	16	15	14	13	13	12	11	11	10	10	10	9	9	9	8	8	8	8
25	83	63	50	42	36	31	28	25	23	21	19	18	17	16	15	14	13	13	12	11	11	10	10	10	9	9	9	8	8	8
26	87	65	52	43	37	33	29	26	24	22	20	19	17	16	15	14	14	13	12	12	11	11	10	10	10	9	9	9	8	8
27	90	68	54	45	39	34	30	27	25	23	21	19	18	17	16	15	14	14	13	12	12	11	11	10	10	10	9	9	9	8
28	93	70	56	47	40	35	31	28	25	23	22	20	19	18	16	16	15	14	13	13	12	12	11	11	10	10	10	9	9	9
29	97	73	58	48	41	36	32	29	26	24	22	21	19	18	17	16	15	15	14	13	13	12	12	11	11	10	10	10	9	9
30	75	60	50	43	38	33	30	27	25	23	21	20	19	18	17	16	15	14	14	13	13	12	12	11	11	10	10	10	9	9
31	78	62	52	44	39	34	31	28	26	24	22	21	19	18	17	16	16	15	14	13	13	12	12	11	11	11	10	10	9	9
32	80	64	53	46	40	36	32	29	27	25	23	21	20	19	18	17	16	15	15	14	13	13	12	12	11	11	11	10	10	9
33	83	66	55	47	41	37	33	30	28	25	24	22	21	19	18	17	17	16	15	14	14	13	13	12	12	11	11	11	10	10
34	85	68	57	49	43	38	34	31	28	26	24	23	21	20	19	18	17	16	15	15	14	14	13	13	12	12	11	11	11	10
35	88	70	58	50	44	39	35	32	29	27	25	23	22	21	19	18	18	17	16	15	15	14	13	13	13	12	12	11	11	11
36	90	72	60	51	45	40	36	33	30	28	26	24	23	21	20	19	18	17	16	16	15	14	14	13	13	13	12	12	11	11
37	93	74	62	53	46	41	37	34	31	28	26	25	23	22	21	19	19	18	17	16	15	15	14	14	13	13	12	12	11	11
38	95	76	63	54	48	42	38	35	32	29	27	25	24	22	21	20	19	18	17	17	16	15	15	14	14	13	13	12	12	11
39	98	78	65	56	49	43	39	35	33	30	28	26	24	23	22	21	20	19	18	17	16	16	15	14	14	13	13	12	12	11
40	80	67	57	50	44	40	36	33	31	29	27	25	24	22	21	20	19	18	17	17	16	15	15	14	14	13	13	12	12	11
41	82	68	59	51	46	41	37	34	32	29	27	26	24	23	22	21	20	19	18	17	16	16	15	15	14	14	13	13	12	12
42	84	70	60	53	47	42	38	35	32	30	28	26	25	23	22	21	20	19	18	18	17	16	16	15	15	14	14	13	13	12
43	86	72	61	54	48	43	39	36	33	31	29	27	25	24	23	22	20	19	18	17	17	16	16	15	15	14	14	13	13	12
44	88	73	63	55	49	44	40	37	34	31	29	28	26	24	23	22	21	20	19	18	17	17	16	16	15	15	14	14	13	13
45	90	75	64	56	50	45	41	38	35	32	30	28	26	25	24	23	21	20	19	18	17	17	16	16	15	15	14	14	13	13
46	92	77	66	58	51	46	42	38	35	33	31	29	27	26	24	23	22	21	20	19	18	18	17	16	16	15	15	14	14	13
47	94	78	67	59	52	47	43	39	36	34	31	29	28	26	25	24	22	21	20	19	18	18	17	16	16	15	15	14	14	13
48	96	80	69	60	53	48	44	40	37	34	32	30	28	27	25	24	23	22	21	20	19	18	18	17	16	16	15	15	14	13
49	98	82	70	61	54	49	45	41	38	35	33	31	29	27	26	25	23	22	21	20	19	18	18	17	16	16	15	15	14	13
50	83	71	63	56	50	45	42	38	36	33	31	29	28	26	25	24	23	22	21	20	19	19	18	17	16	16	15	15	14	13

5.11 Bows and crossbows

	Penetration Factor	Damage	Range	Max Range	Modifier
Bolt	1 per full 10# above 100#	30			
Broadhead	1 per full 5# above 50#	30			
Fieldpoint	1 per full 3# above 30#	20		+ 40%	
Self Bow ¹					
Composite Bow ²	+1		+1	+25	+1
Long Bow					-10
Short Bow					-12
Crossbow					-10

Bows			Crossbows		
#	Range	Max Range	#	Range	Max Range
30	8	150	50 ³	5	100
50	9	175	100	6	150
70	10	200	150	7	200
110	11	250	300	8	250
150	12	300	600	9	300

1. Made of one piece of wood. 2. Made of several pieces of wood put together. 3. Damage of 20.

5.12 Missile weapons

Weapon	Type	Strength	Dam.	HP	Range	Max.Rng.	Mod.	Reload	Length	Weight
Dart	Javelin	4	5	10	8	40 ³	-15	2	0.3	0.1
Javelin ¹	Javelin	12	14	20	8	40 ³	-15	2	1.7	1.2
Long Blowgun	Blowgun	5	2	5	10	50	0	3	2.3	0.7
Rock ²	Rock	10	3	30	7	40 ³	-15	2	0.07	0.5
Short Blowgun	Blowgun	2	1	5	5	25	0	3	1.0	0.4
Sling	Sling	8	10	3	10	120	-20	5	1.0	0.1
Throwing Axe	Throwing Axe	14	12	25	7	25 ³	-30	3	0.4	1.4
Throwing Knife	Throwing Knife	6	6	25	5	25 ³	-20	2	0.3	0.3

1. Decrease damage by 4 and max range by 50% if standing still and throwing.
2. This is a rock suited for throwing.
3. This is for a character with an average Strength and Coordination of 15.

2.2 Difficulty levels

DL	Description
-10*	Impossible to miss.
-5	Peanuts.
0	Very easy.
5	Easy.
10	Probable if not trained.
15	Possible if not trained.
20	Possible if not trained.
25	Very tough if not trained.
30	Hard.
40	Very hard.
50	extremely hard.
60	Foolhardy.
70	Guinness book of records.

4.4 Falling damages

Dam. Surface	Dam. Surface
20 Sharp irregular stone surface	6 Soft surface (a pile of soft soil / dirt) or deep mud
15 Stone surface	4 Water
10 Hard soil	
8 Soft soil / Grass	

9.9 Casting spells while moving

Adj. Action	Adj. Action
5 Walking	15 Running
10 Riding	15 Swimming

4.1 Real encumbrance

Real STR	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1							1			2		3		4		5	6		7	8
2					1		2		3	4	5	6	7	8	9	10	12	13	15	16
3				1		2	3	4	5	6	7	9	10	12	14	16	18	20	22	25
4				1	2	3	4	5	7	8	10	12	14	16	19	21	24	27	30	33
5			1	2	3	4	5	7	9	11	13	15	18	21	24	27	30	34	38	42
6			1	2	3	5	6	8	10	13	15	18	21	25	28	32	36	41	45	50
7			1	2	4	5	7	10	12	15	18	21	25	29	33	38	42	47	53	58
8			1	3	4	6	8	11	14	17	21	24	29	33	38	43	48	54	60	67
9		1	2	3	5	7	10	13	16	19	23	28	32	37	43	49	55	61	68	75
10		1	2	4	6	8	11	14	18	22	26	31	36	42	48	54	61	68	76	84
11		1	2	4	6	9	12	15	19	24	29	34	40	46	52	59	67	75	83	92
12		1	2	4	7	10	13	17	21	26	31	37	43	50	57	65	73	82	91	100
13		1	3	5	7	10	14	18	23	28	34	40	47	54	62	70	79	88	98	109
14		1	3	5	8	11	15	20	25	30	37	43	51	58	67	76	85	95	106	117
15		1	3	6	9	12	16	21	27	33	39	46	54	63	72	81	91	102	114	126
16		1	3	6	9	13	17	23	28	35	42	49	58	67	76	87	97	109	121	134
17		2	4	6	10	14	19	24	30	37	44	53	61	71	81	92	104	116	129	142
18		2	4	7	10	15	20	26	32	39	47	56	65	75	86	98	110	123	136	151
19		2	4	7	11	16	21	27	34	41	50	59	69	79	91	103	116	130	144	159
20		2	4	8	12	16	22	28	36	44	52	62	72	84	96	108	122	136	152	168
21		2	5	8	12	17	23	30	37	46	55	65	76	88	100	114	128	143	159	176
22		2	5	8	13	18	24	31	39	48	58	68	80	92	105	119	134	150	167	184
23	1	2	5	9	13	19	25	33	41	50	60	71	83	96	110	125	140	157	174	193
24	1	2	5	9	14	20	26	34	43	52	63	74	87	100	115	130	146	164	182	201
25	1	3	6	10	15	21	28	36	45	55	66	78	91	105	120	136	153	171	190	210
26	1	3	6	10	15	21	29	37	46	57	68	81	94	109	124	141	159	177	197	218
27	1	3	6	10	16	22	30	39	48	59	71	84	98	113	129	147	165	184	205	226
28	1	3	6	11	16	23	31	40	50	61	74	87	102	117	134	152	171	191	212	235
29	1	3	7	11	17	24	32	41	52	63	76	90	105	121	139	157	177	198	220	243
30	1	3	7	12	18	25	33	43	54	66	79	93	109	126	144	163	183	205	228	252
31	1	3	7	12	18	26	34	44	55	68	81	96	112	130	148	168	189	212	235	260
32	1	3	7	12	19	27	35	46	57	70	84	99	116	134	153	174	195	219	243	268
33	1	4	8	13	19	27	37	47	59	72	87	103	120	138	158	179	202	225	250	277
34	1	4	8	13	20	28	38	49	61	74	89	106	123	142	163	185	208	232	258	285
35	1	4	8	14	21	29	39	50	63	77	92	109	127	147	168	190	214	239	266	294
36	1	4	8	14	21	30	40	52	64	79	95	112	131	151	172	196	220	246	273	302
37	1	4	9	14	22	31	41	53	66	81	97	115	134	155	177	201	226	253	281	310
38	1	4	9	15	22	32	42	54	68	83	100	118	138	159	182	206	232	260	288	319
39	1	4	9	15	23	32	43	56	70	85	103	121	142	163	187	212	238	266	296	327
40	1	4	9	16	24	33	44	57	72	88	105	124	145	168	192	217	244	273	304	336
41	1	5	10	16	24	34	46	59	74	90	108	128	149	172	197	223	251	280	311	344
42	1	5	10	16	25	35	47	60	75	92	111	131	153	176	201	228	257	287	319	353
43	1	5	10	17	26	36	48	62	77	94	113	134	156	180	206	234	263	294	327	361
44	1	5	10	17	26	37	49	63	79	97	116	137	160	185	211	239	269	301	334	369
45	2	5	11	18	27	38	50	65	81	99	119	140	164	189	216	245	275	308	342	378
46	2	5	11	18	27	38	51	66	83	101	121	143	167	193	221	250	281	314	349	386
47	2	5	11	18	28	39	52	67	84	103	124	146	171	197	225	255	287	321	357	395
48	2	5	11	19	29	40	53	69	86	105	126	149	174	201	230	261	293	328	365	403
49	2	6	12	19	29	41	55	70	88	108	129	153	178	206	235	266	300	335	372	411
50	2	6	12	20	30	42	56	72	90	110	132	156	182	210	240	272	306	342	380	420

5.6 Combat

Attackers Weapon Defenders Weapon															
	Axe 1H	Axe 2H	Flail	Knife	Lance	Mace & Chain	Polearm	Slashing Sword 1H	Spear 1H	Spear 2H	Sword 2H	Thrusting Sword 1H	Unarmed	Whip	Wrestling
Axe 1H	10	5	5	25	0	10	0	10	10	0	5	10	25	-25	35
Axe 2H	20	15	15	25	5	20	10	15	15	10	10	15	25	-20	35
Flail	5	0	0	20	0	10	-10	5	5	-5	0	5	20	-20	30
Knife	0	-5	-5	5	-15	0	-15	0	0	-10	-5	0	15	-30	15
Lance	15	10	10	30	10	15	0	15	20	10	10	10	35	-10	40
Mace & Chain	0	-5	-5	10	-5	5	-10	0	0	-10	-5	-5	15	-20	25
Polearm	25	20	20	30	5	25	15	20	25	15	15	20	35	-15	45
Shield	20	20	20	25	10	20	10	20	20	10	20	20	25	0	30
Slashing Sword 1H	20	15	15	30	5	20	10	15	15	10	10	15	30	-20	40
Spear 1H	5	0	0	20	0	5	-10	5	10	0	0	5	20	-20	30
Spear 2H	25	20	20	30	10	25	15	20	25	15	15	20	30	-10	40
Sword 2H	25	20	20	30	10	25	15	20	20	15	15	20	35	-15	45
Thrusting Sword 1H	10	5	5	25	5	10	0	10	15	5	5	15	25	-15	35
Unarmed	-15	-20	-25	-5	-5	-20	-20	-20	5	-5	-25	-20	10	-30	15
Wrestling	-20	-25	-30	-10	-10	-25	-25	-25	0	-10	-30	-25	5	-35	20

5.10 Melee adjustments

DL	Condition
-10	Down on knee.
-20	Down.
-20	Partially unaware.
-10	Stunned
-10 ^{1/2}	Slippery ground (ice).
-3 ^{1/2}	Slippery ground (mud).
-5	Unable to move backwards.
-2	Fighting from below (stairs).
+2	Fighting from above (stairs).
-25 ³	Each opponent above 1.
-3	Fighting in water (up to ankles).
-5	Fighting in water (up to knees).
-10	Fighting in water (up to hip).
	Fighting in water (swimming) see swimming.
-2 ⁴	Twilight / torchlight.
-5 ⁴	Moonlight (full moon).
-10 ^{4/5}	Starlight.
-20 ^{4/5}	Darkness.

1. Coordination roll against twice the subtraction or fall.
2. Done at the beginning of each bookkeeping round. The character will fall at any time during that round, GM's discretion.
3. See 5.19 Fighting more than one foe.
4. Twice subtraction on defensive value.
5. The characters may stumble into things they cannot see.

5.13 Missile adjustments

DL	Condition
+10	Target moving predictably (in a straight line).
+20	Target moving unpredictably (randomly).
+1/2 ¹	Target dodging.
+20	Galloping
-5	Kneeling with crossbow
-10	Bracing crossbow.
+6	Shooting / throwing upwards (30°).
+3 ²	Shooting / throwing downwards (30°).
+5	Twilight / torchlight.
+10	Moonlight (full moon).
+20	Starlight.
+40	Darkness.

1. If target is actively dodging half of the dodge is added to the difficulty level.
2. Crossbows may not normally shoot downwards as the bolt will slide.

5.5 Unarmed adjustments

1 Handed weapon		2 Handed weapon		Wrestling
Offensive	Defensive	Offensive	Defensive	
-5	-15	-10	-30	0